Name: Steve	Player: <u>An</u>	drew		The state of the s
Class: Bard (College of Experience: 6,500	of Whispers) Nex	rt level: 14,000	DUDICE ONE ®	- DRACONG
Background: Courtier		indiana	DUNGEONS &	DRAGONS
Race: Elf, Wood Gender: Hair:	Size: <u>Medium</u> Height: Eyes:	Skin:		
	nt:Faith:			
	The state of the s	1/16	Skills	
Abilities			ADV DIS BONUS NAME (ABILITY)	Prof. Exp.
ABILITY MODIFIER SAVING THROW PROF. BONU.	Ability Sav	e DC	+4 Acrobatics (DEX)	2 402
STR		+3	+2 Animal Handling	(WIS)
8 STR -1 -1 I	PROFICIENCY BONUS + 8 + 15		+1 Arcana (INT) Arcana (INT) Athletics (STR)	
I Dev	Cha / L3		+10 Deception (CHA)	XX
16 DEX +3 +6 X	Senses	Proficiency		
13 CON +1 +1 +1	14 Passive Perce	Bonus	+7 Insight (WIS)	XX
13 CONSTITUTION +1 +1	Darkvision 60 ft		- +5 Intimidation (CHA	
10 INT O TO	· · · · · · · · · · · · · · · · · · ·	Inspiratio	N +1 Investigation (INT	
10 INTELLIGENCE	Limited Fea	tures	+4 Medicine (WIS)	X
Wis A William	FEATURE	Max. Usages Recovery Used	+1 Nature (INT)	
12 WISDOM +1 +1	Bardic Inspiration (d8) 4 SR	+4 Perception (WIS)	X
10 CHA (A)	Words of Terror	1 SR	+7 Performance (CHA) X
18 CHA +4 +7 X			+7 Persuasion (CHA)	X 🗆
A STATE OF THE STA			+1 Religion (INT)	
Saving Throw Advantages / Disadvantages			+4 Sleight of Hand (I	
Magic can't put me to sleep;			+4 Stealth (DEX)	
Adv. on saves vs. charmed			+2 Survival (WIS)	
				Speed
Combat		+4 Initiati	DEX MISC. SPEED	ENCUMBERED :
The state of the s			35 ft	25 ft
Decense		7 Health		
12 ARMOR Studded	AC DURING REST			Wounds
HELD SHIELD	13		TEMPORARY HP	
15 BONUS	OR MAX = 2 STEALTH	Current		
MOD HEAVY ARMON		HP		Dr. A Inv
H Magic		MAX HIT POINT	S 5 × d8 + 1	DC10 I
Misc Mod 1			HIT (
Misc Mop 2	Half Damage	RECOVER HALF OF YOUR MAXIMUM HIT DICE AFTER A LONG REST.	DICE X + LEVEL DIE CON USED	DEATH SAVING THROWS
Attacks	ATTACKS (1)	Actions	ELVEL DIE CON COLD	DEATH OAVENO THROWS
	TO HIT DAMAGE DAMAGE TYPE +6 1d8+3 Slashing	Maximum of 1 Action, 1 Bonus action, and 1 Cast a Spell	Reaction FER TURN. Dash / Disengage	/ Dodge
Finesse If Pyschic Blades +3d6 Psychic (use	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Attack	Help / Hide / Esc	
	+6 1d4+3 Piercing	- Weapon Attack	Ready / Search /	,
Finesse, light, thrown	+6 Latts Flercing	- Disarm / Grapple /		
Unarmed Strike ✓ Str Melee	+2 Bludgeoning			4
		Bonus Actions	Reactions	Used this Round
		Bardic Inspiration	Opportunity Attac	·k
	+6 1d8+3 Piercing	Keys of Subito (Transfo		-
Ammunition, heavy, two-handed If Pyschic Blades +3d6 Ps		Healing Word (1st level	spell)	
TYPE TOTAL TYPE Arrows 20	TOTAL TOTAL			
Ammunition Ammu	NITION	Overrun / Tumble		:

*Racial Traits

Trance: Elves don't need to sleep, but meditate semi-consciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, thus needing only 4 hours for a long rest. Mask of the Wild: I can attempt to hide even when I am only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

TClass Features

Bard (College of Whispers), level 5:

- Bardic Inspiration (Bard 1, PHB 53) [d8, Charisma modifier per short rest]
 As a bonus action, I give a creature in 60 ft that can hear me an inspiration die (max 1)
 For 10 min, the recipient can add it to one ability check, attack roll, or saving throw
 This addition can be done after seeing the d20 roll, but before knowing the outcome
 A bardic inspiration die recipient can also use it when casting a damaging or healing spell
 They can expend the die and add it to healing or damage dealt to one target of the spell
- Spellcasting (Bard 1, PHB 52) [3 cantrips & 8 spells known]

 I can cast bard cantrips/spells that I know, using Charisma as my spellcasting ability
 I can use a musical instrument as a spellcasting focus for my bard spells
 I can cast my known bard spells as rituals if they have the ritual tag
- Jack of All Trades (Bard 2, PHB 54)
 I can add half my Proficiency Bonus to any ability check that doesn't already include it
- Song of Rest (Bard 2, PHB 54) [d6]
 Those that use HD and can hear my performance during a short rest get extra healing
- Expertise (Bard 3, PHB 54) [with 2 skills]
 I gain expertise with two skills I am proficient with; two more at 10th level
- Psychic Blades (College of Whispers 3, XGtE 16) [1 Bardic Inspiration for +3d6 damage]
 When I hit a creature with a weapon attack, I can expend one use of Bardic Inspiration
 If so, the attack does extra psychic damage; I can do so only once per round, on my turn
- Words of Terror (College of Whispers 3, XGtE 16) [1x per short rest]
 By speaking privately with a humanoid for at least 1 minute, I can try to inspire terror
 After the talk, it must make a Wis save or be frightened of me or someone of my choice
 If the save is successful, the target doesn't know I tried to frighten it
 This lasts for 1 hour, or until it sees its allies or itself being attacked or damaged
- This lasts for 1 hour, or until it sees its allies or itself being attacked or damaged

 Font of Inspiration (Bard 5, PHB 54)

 I can now also recover my expended Bardic Inspiration uses after a short rest

🤊 Backçround Feature

Court Functionary

My knowledge of how bureaucracies function lets me gain access to the records and inner workings of any noble court or government I encounter. I know or can easily acquire the knowledge who the movers and shakers are, whom to go to for the favors I seek, and what the current intrigues of interest in the group are.

Proficiencies

The second secon	-			
ARMOR: X LIGHT MEDIUM	HEAVY	SHIELDS	OTHER:	
WEAPONS: X SIMPLE MARTI	IAL X OTHI	ER; Hand crossbow, Lo	ongbow, Longsword, Ra	pier, Shortsword

Languages	>
-----------	---

Tools & Others

Common	Dwarvish	Piano
Elven		Banjo
Gnomish		Handbell

Three-Dragon Ante Set
Playing Card Set
Herbalism

Handbell Three - Dragon Ante Set Playing Card Set ATTUNED MAGICAL ITEMS (MAX 3) SUBTOTAL CARRYING CAPACTTY LAGA W. STR × 15 PUSH/DRAG/LETT 121 - STR × 15 - 30 FOR ITEMS (MAX 3)			-	Backçroun	6	(
FEAT: FE	ersonality Traits			All and the second	-2	- Je
FEAT: FE						
FEAT: FE						
FEAT: FE	DEAL					
FEAT: FE	LI VI					
FEAT: FE						
FEAT: FE	OND					
FEAT: FE						
FEAT: FE						
FEAT: FE	_AW		_			_
FEAT: FE						
FEAT: FE						
FEAT: FE		-		Eagl	-0	(
FEAT: FE			aless.	real	.S 	
FLAT: FEAT: FE	Fr. or			A. A. C.	20.	-
FEAT: Equipment	TEAL.					_
FEAT: Equipment						
FEAT: Equipment						
FEAT: Equipment	Feat:					
FEATT: Equipment						_
Equipment Equipment						
FEATT: Equipment						
FEATT: Equipment	Feat:					_
Equipment LBS ADVENTURING GEAR # LBS Iackpack, with: 5 Katana						
Equipment LBS ADVENTURING GEAR # LBS Iackpack, with: 5 Katana						
Equipment LBS ADVENTURING GEAR # LBS Iackpack, with: 5 Katana						
ADVENTURING GEAR # LBS Backpack, with: Bedroll 7 Dagger Costumes 2 4 Condles 5 Rations, days of 5 2 Rations, days of 5 2 Waterskin 5 Disguise kit 3 Banjo - Arrows 20 Handbell Three-Dragon Ante Set Playing Card Set Playing Card Set Substotal 38 Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) PLATERIUM SIE X 15 PLATERIUM = GOLD ELECTRUM = 5 SP COMPTET LIFESTYLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE	Feat:					
ADVENTURING GEAR # LBS Backpack, with: Bedroll 7 Dagger Costumes 2 4 Condles 5 Rations, days of 5 2 Rations, days of 5 2 Waterskin 5 Disguise kit 3 Banjo - Arrows 20 Handbell Three-Dragon Ante Set Playing Card Set Playing Card Set Substotal 38 Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) PLATERIUM SIE X 15 PLATERIUM = GOLD ELECTRUM = 5 SP COMPTET LIFESTYLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE COMPORTABLE						
Backpack, with: Bedroll Costumes Candles Rations, days of Waterskin Disguise kit Banjo Handbell Three-Dragon Ante Set Playing Card Set Substotal Substotal ATTUNED Magical ITEMS (MAX 3) PLATINUM 10 COMFORT LIBESTYLE COMFORTABLE SUBTOTAL SU			nas.	Equipmer	it -	
ATTUNED MAGICAL ITEMS (MAX 3) Subtotal Steptotal Steptotal		#			#	LB
Costumes Candles Rations, days of Waterskin Disguise kit Banjo Handbell Three-Dragon Ante Set Playing Card Set Substotal Substotal Substotal Substotal Substotal Substotal Substotal Substotal Attuned Magical Items (Max 3) Playing Corp Playing Corp Sirx 15 Sirx 15 Sirx 15 Silver Comfortable	аскраск, with: Bedroll	+			H	
Candles Rations, days of Waterskin Disguise kit Banjo Handbell Three-Dragon Ante Set Playing Card Set Substotal Substotal Substotal Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) PLATINUM 10 COMPONTAL SUBTOTAL SUBTOTAL SUBTOTAL SUBSTOTAL SUBST		2				
Waterskin Disguise kit Banjo Handbell Three-Dragon Ante Set Playing Card Set Substotal Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) Playing Capacity 120 lb Str 15 Playing Gold Set Silver Silver 10 cp Flattnum Gold Gold Str 25 sp Silver Silver 10 cp Copper Litestyle: Comfortable	Candles	5				
Disguise kit Banjo Handbell Three-Dragon Ante Set Playing Card Set Substitute Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) Substitute Attuned Magical Items (Max 3) Platinum 120 lb Str x 15 Platinum Gold Gold Flatinum Gold	Rations, days of	5		Studded Leather Armor		1
Banjo Handbell Three-Dragon Ante Set Playing Card Set Substitute Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) Playing Capacity 120 lb Str 15 Playing Capacity 121 - Str 15 - 30 Species 5 rp 240 lb Species 5 rp Playing Capacity Substitute Substitute Substitute Attuned Magical Items (Max 3) Substitute Substitute Total Will Species 5 rp Silver 121 - Str 15 - 30 Species 5 rp Silver 10 cp Comfortable		++		Outron	\vdash	
Handbell Three-Dragon Ante Set Playing Card Set Substotal Attuned Magical Items (Max 3) Attuned Magical Items (Max 3) CARRYING CAPACITY 120 /b Str × 15 Platinum = 10 cp = 10 cp = 10 cp Platinum = 5 sp Silver = 10 cp Comfortable	Banio	++			20	0.0
Playing Card Set ATTUNED MAGICAL ITEMS (MAX 3) SUBTOTAL 38 CARRYING CAPACITY 120 /b Str × 15 PLATINUM GOLD STR × 15 PLATINUM GOLD STR × 15 SILVER STR × 15 SILVER STR × 15 COMFORT LITESTYLE: Comfortable	Handbell					
ATTUNED MAGICAL ITEMS (MAX 3) SUBTOTAL 38 CABRYING CAPACITY 120 /b Str × 15 121 - Str × 15 - 30 240 /b Str × 15 PLATINUM = 10 op Gold Str × 5 sp Silver = 10 cp Copper Linestyle: Comfortable		t		Keys of Subito		
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 PLATINUM	Playing Card Set	++			Н	
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 TOTAL WI 121 - STR × 15 - 30 STR × 15 - 30 240 b STR × 15 - 30 STR ×		+			H	
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 TOTAL WI 121 - STR × 15 - 30 STR × 15 - 30 240 b STR × 15 - 30 STR ×		廿				
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 TOTAL WI 121 - STR × 15 - 30 STR × 15 - 30 240 b STR × 15 - 30 STR ×		\prod			П	
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 TOTAL WI 121 - STR × 15 - 30 STR × 15 - 30 240 b STR × 15 - 30 STR ×		+			Н	
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 PLATINUM		++			\forall	
SUBTOTAL 38 SUBTOTAL CARRYING CAPACITY 120 b STR × 15 PLATINUM		廿				
CABEVING CAPACITY		\Box		ATTUNED MAGICAL ITEMS (MAX 3)		
CARRYING CAPACITY		+		-	\sqcup	
CARRYING CAPACITY		+			\vdash	
	Sub	TOTAL	38	Subte) TAL	2
120 b 240 b SPEED = 5 FT 59 PLATINUM = 10 GP = 5 SP = 10 CP COMPTON TABLE	CARRYING CAPACITY STR ×	: 15			OTAL V	Veigi
PLATINUM = 10 sp = 5 sp Sllver = 10 cp Copper Lipestyle: Gear & C Comfortable	120 16			+ + + commo = 4	59	ll
Comfortable	PLATINUM GOLD 6		м	SILVER COPPER LIFESTYLE:		
DAILY PRICE: 2 9	= 10 GP =10 SP	= 5 sp	W	= 10cp Comfort	able	2
	[] II			COTTAINT		

Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of th

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v13.2.1 (Co

ATTUNED

✓ ATTUNED

ATTUNED

ATTUNED

ATTUNED

ATTUNED

LBs

Total Weight



F E:	xhaustion	
Level	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	HINISHING A LONG REST REDUCES THAE EXHAUSTION LEVEL BY 1, THAE EXHAUSTION TO ALSO INGES SOME FOOD AND DRINK.
2	Speed halved	IING A CHAUS DED TI FOOD
3	Disadvantage on Attack Rolls and Saving Throws	LONG HAT YO
4	Hit Point maximum halved	EVEL I DU AL DRINK
5	Speed reduced to 0	REDUC BY 1, SO INC
6	Death	DUCES 1, INGESTED
Blin	ded checks involving sight. Attacks have	't move or speak
disad Cha	vantage. Enemy attacks have advantage. rmed harm/attack charmer. Charmer has of surroundings. F Immune to poison. saving throws. Ener Stop aging. Weigh	Resistance to all /disease. Fail St ny attacks have a

advantage on ability checks to interact socially.

Deafened Fail checks involving hearing.

Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

Grappled peed drops to 0, regardless of any bonus.

Incapacitated
Can't take actions or reactions.

Invisible Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Unaware damage. and Dex idvantage. factor 10.

Poisoned

Disadvantage on attack rolls and ability checks.

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious

Uniconscious incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Notes

· Keys of Subito

This magic item has 4 forms described as "Movements. You can use a bonus action to begin playing the next movement. Doing so makes the Keys of Subito transform.

When the Keys of Subito are not in it's 1st Movement (toy form), leaving the space where it was activated reverts it to a toy, and launches it towards you. You must succeed a Dexterity saving throw (DC 10) to catch and return it to your inventory. On a failure, it lands 1d4 spaces away from you.

• 1st Movement: Toy Sonata

- What a neat toy

2nd Movement: Upright Andante

- The Keys of Subito become an upright piano. You can use Keys of Subito as a spellcasting focus for your bard spells until it returns to it's toy form, and you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your bard spells.

3rd Movement: Grand Scherzo

The Keys of Subito become a grand piano. All friendly creatures within 30 feet gain temporary hit points equal to your Charisma Modifier (4).

• 4th Movement: Allegro with Crescendo

The Keys of Subito become a chaoticly growing pipe organ. As the pipes grow snaking and weaving through the space, your music reaches a thrilling crescendo. You cast

Thunderwave without expending a spell slot. The Keys of Subito then revert to their toy

form, landing in your hand

It waits impatiently for your next performance.

			-		CH
2	Maçıc Items				
					-
	Magic Item: Keys of Subito	: Toy			
See	Notes below. I'm sorry, what	have I	done		
_					
	Magic Item:				
_					
_					
_					
	M. oro Irray				
	Magic Item:				
_					
_					
7	Magic Item:				
_					
	Magic Item:				
_					
_					
	M. oro Irray				
	Magic Item:				
_					
_					
C	Extra Equipm	nen	t		
GE.	AR	#	LBs	Gear	
_					
_					
_		+			
_		+	_		
_					
_					
_					



TOTAL WEIGHT



Bard Spells

Spell attack modifier: +7 Spell save DC: 15

Spellcasting ability Charisma

TCantrips (0 Level)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Friends	Adv. on Cha checks vs. 1 crea currently not hostile; when spell ends, crea knows and becomes hostile	_	Ench	1 a	Self	S,M	Conc, 1 min	P	244
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	_	Conj	1 a	30 ft	v,s	1 min (D)	P	256
Message	1 crea I point to hears whispered message and can reply with a whisper; nobody can overhear	_	Trans	1 a	120 ft	V,S,M	1 rnd	P	259

Ist Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Faerie Fire	20-ft cube all obj/crea save or outlined in 10 ft dim light and attacks have adv.; see invisible crea	Dex	Evoc	1 a	60 ft	V	Conc, 1 min	P	239
Healing Word	1 living creature heals 1d4+1d4/SL+4 (Cha) HP	_	Evoc	1 bns	60 ft	V	Instantaneous	P	250
Longstrider	1+1/SL creature's speed increases by 10 ft for the duration	_	Trans	1 a	Touch	V,S,M	1 h	P	256

72nd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Crown of Madness	1 humanoid save or charmed and must melee attack against crea chosen by me; extra save/rnd	Wis	Ench	1 a	120 ft	v,s	Conc, 1 min	P	229
Enlarge/Reduce	1 crea/object save or enlarged (Str adv. +1d4 weapon dmg), reduced (Str dis1d4 weapon dmg)	Con	Trans	1 a	30 ft	v,s,m	Conc, 1 min	P	237
Suggestion	1 crea save or follow understood reasonable stated course of action; ends if I or allies harm target	Wis	Ench	1 a	30 ft	V,M	Conc, 8 h	P	279

73rd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	СОМР	DURATION	В	PG.
Bestow Curse	1 creature save or cursed, see book; duration SL4:conc, 10 min; SL5:8h; SL7:24h; SL9:until dispelled	Wis	Necro	1 a	Touch	v,s	Conc, 1 min	P	218
Major Image	20-ft cube illusion includes visible, audible, olfactory, temperature; 1 a move it; SL6: no conc.; see B	_	Illus	1 a	120 ft	V,S,M	Conc, 10 min	P	258

		Glos	sary of	Abbre	eviations used in this Spell Sheet	5	
(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	So	urces ('B' column)
1a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	ΑI	Acquisitions Incorporated
1 bns / bns a 1 rea	1 bonus action 1 reaction	dmg h	Damage Hour(s)	30-ft rad S:30-ft rad	30-foot radius sphere centered on any point within range Self: 30-foot radius sphere centered on the caster	FD MT	Fizban's Treasury of Dragons The Book of Many Things Player's Handbook
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	PS	Planescape - Sigil and the Outlands
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	RF	Rime of the Frostmaiden
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	SC	Strixhaven: A Curriculum of Chaos
atk	Attack (roll)	σbj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SJ	Spelljammer - Astral Adventure Guide
chk/check	Ablity check	σbsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	SR	System Reference Document Tasha's Cauldron of Everything
CL	Character Level	rnd	Round(s)	M†	Material component is costly and is consumed upon casting	ijΑ	Unearthed Arcana
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	W X	Explorer's Guide to Wildemount Xanathar's Guide to Everything